

GAME BOY ADVANCE

FANTASTIC 4



AGB-BF4E-USA

INSTRUCTION BOOKLET

ACTIVISION

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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GETTING STARTED

- Make sure the power switch is OFF.
- Insert the *Fantastic 4: The Game* Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the power switch ON.

NOTE: *The Fantastic 4: The Game Game Pak is for the Game Boy® Advance system only.*

GAME BOY® ADVANCE CONTROLS



BASIC CONTROLS

Activate hot spot: Press the **B** Button within a hot spot to perform an action.

Pick up object: Double-tap the **+Control Pad** in the direction of an object to pick it up.

Throw object: Press the **A** Button or the **B** Button to throw an object.

Special attack: Press the **B** Button and then quickly press the **A** Button to activate a character's special attack.

Activate a cosmic move: Press the **R** Button and the **B** Button to activate a character's first cosmic move. Press the **R** Button and the **A** Button to activate the second cosmic move.

Activate a super cosmic move: Press the **L** Button and the **B** Button to activate a team combo.

MAIN MENU

New Game

Start a new game.

Continue

Select this option to load a previously saved game. You'll start at the beginning of the last level played.

Options

Click on Options to change the following settings:

Music

Change the music volume.

SFX

Change the sound effects volume.

Credits

A list of everyone involved in the making of this game!



SAVING YOUR GAME

Fantastic 4 uses an auto-save system. The game will automatically save your game between each level.

ON-SCREEN DISPLAY



LIVES AND HEALTH

The Fantastic 4 begin the game with five lives. The maximum number of lives available is nine. If a Fantastic character receives too much damage in combat, they lose a life. If a character loses a life when there are still lives available, they will respawn. When all lives are lost, it's Game Over. You can retry the current level from the Continue screen or by selecting another saved game using the Load option in the Main Menu. Keep a close eye out for health pick-ups and extra lives.

PICK-UPS

Mini health: Restores health by 25%.



Large health: Restores health by 50%.





Mini cosmic power: Restores cosmic power by 25%.



Large cosmic power: Restores cosmic power by 50%.



Extra life: Grants an extra life.



Invincibility: All characters are invincible for 10 seconds.

INDIVIDUAL FIGHTING MOVES

The Fantastic 4 as a whole are a formidable fighting force. Each team member possesses unique fighting abilities. The sooner you learn each of their strengths and weaknesses, the better you'll be at dispatching the hordes of enemies that await.

Reed Richards™

With an amazing ability to stretch his body, Reed has incredible reach in close combat.



A Button	Fist of Fury
B Button	Punch
Special Move	Uppercut
Cosmic Move 1	Flailing Fists
Cosmic Move 2	The Windmill

Sue Storm

Telekinesis and invisibility provide Sue with a unique set of fighting abilities. She's able to deal damage up close and stun enemies from afar.



A Button	Spin Kick
B Button	Punch
Special Move	Tele Blast
Cosmic Move 1	Psyclone
Cosmic Move 2	Psychic Blast

Johnny Storm™

The Human Torch™ deals fire damage up close and from a distance. Johnny's range attack is a unique feature that serves him well when range attacking creatures threaten the Fantastic 4.



A Button	Fireball
B Button	Punch
Special Move	Balls of Fire
Cosmic Move 1	Blowtorch
Cosmic Move 2	Inferno

Ben Grimm™

Super strength and a rock exterior make Ben a mighty opponent. He's able to deal massive damage up close but is vulnerable to attacks from afar.



A Button	Hammer Hand
B Button	Left Hook
Special Move	Shoulder Slam
Cosmic Move 1	Clobberin' Time
Cosmic Move 2	Power Stamp

HOT SPOTS

Hot spots are areas where a member of the Fantastic 4 must perform a certain action. A specific hot spot is assigned to each character. Once on a hot spot, press the B Button to activate.

Reed



Sue



Johnny



Ben



UPGRADES

As the Fantastic 4 progress through the game, they gain new cosmic powers and enhanced special abilities. They need all the help they can get to defeat the coming hordes of deadly creatures!

ENEMIES

Fighting crime and saving the world is a full-time job. And the Fantastic 4 have their work cut out for them!



Medi-Bots

Medi-Bots perform a variety of tasks around Dr. Doom's medical compound. They clean floors, administer medication—and attack anyone they don't like. Unfortunately, this includes the Fantastic 4!



Chain Thug

This chain-slugging brawler is as mean as he looks. Look out for the chain! It deals serious damage.



Bat Thug

Although he doesn't look as mean as the Chain Thug, the Bat Thug is a nasty piece of work. When he isn't swinging his baseball bat, he likes nothing more than hurling knives at the Fantastic 4.



Mummy

This creature may seem old, slow and maybe a little stupid, but you should avoid getting too close. His melee attack deals damage—heavy damage!



Raptor

Engineered to hunt down their prey quickly and mercilessly, these reptiles are the ultimate fighting machines. They like to attack in groups. Try to fight them individually.



Cro-Magnon Man

When Cro-Magnon isn't obsessing over fire, he's out causing mischief and mayhem. He'll throw every object he can at the Fantastic 4.



Moloid

These creatures live deep in the bowels of the earth serving their master, the Mole Man. They're not happy being called up from their home. Razor-sharp claws make them deadly up close.



Mega Moloid

Mega Moloids are the sergeants of Mole Man's subterranean army. They're faster and meaner than their cousins and love to throw homemade grenades.



Prisoner

These guys have been imprisoned for a reason. They're the nastiest human beings ever assembled in a single location. And with the scent of freedom in the air, they're motivated!



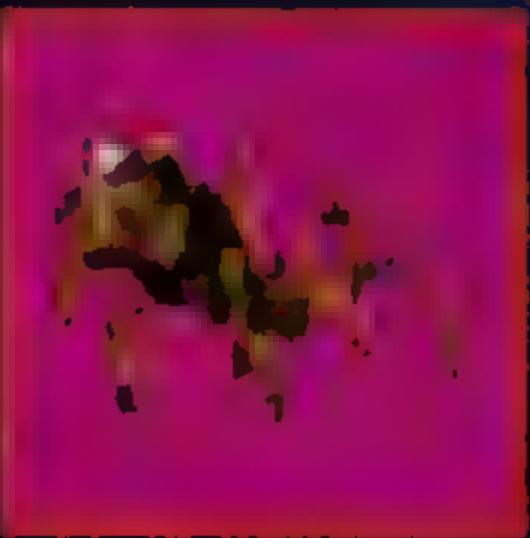
Metal Masher

Mean, massive and metallic. What more do you need to know? Keep away from these guys. They're determined to convert the Fantastic 4 into organic sludge.



Space Sentry

Armed with a powerful laser and protected by a solid steel casing, these sentries are capable of smashing the Fantastic 4 up close or blasting them from afar.



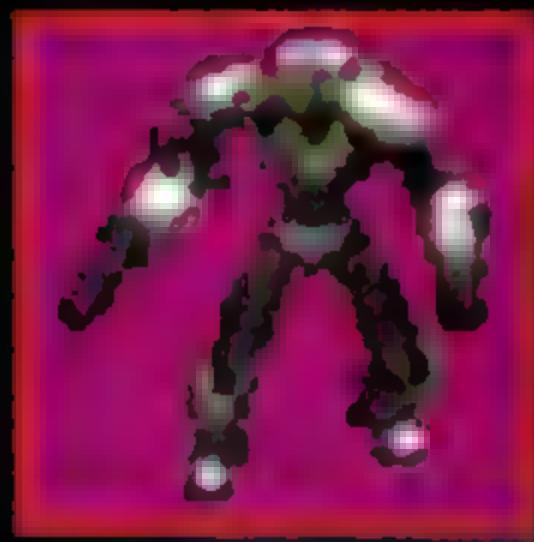
Arachnid

With eight hairy legs, venom-dripping fangs and a rapid attack, these creatures will make you respect their family back on Earth. Arachnids like to get in close—real close.



Doom Bot

Doom Bots are the mean metal slaves of Dr. Doom. They deliver pain up close and from afar. The Fantastic 4 will need to use a combination of melee and range attacks to defeat Doom's minions.



Elite Doom Bot

As their name suggests, Elite Doom Bots are the most aggressive, battle-hardened troops in Doom's private army. They're fast, heavily armored and highly intelligent. They're equally happy to wade into close combat or fire their laser cannons with deadly accuracy.

BOSSES

For every super hero there are 10 super villains. And the Fantastic 4 will stand off against a horde of evil maniacs armed with a range of super powers. These guys are motivated by plans for world domination, an obsession with causing public nuisance or simply an overwhelming desire to destroy the Fantastic 4.



Diablo™

Diablo is an evil alchemist with an arsenal of chemical vials at his disposal. He's able to transform museum exhibits into living specimens that do his bidding and can transform himself into any creature he sees—including the Fantastic 4. Although he has no body armor, Diablo's teleportation abilities make him a difficult opponent to catch.



Mole Man™ and His Mole Creature

Shunned because of his hideous appearance, Mole Man retreated deep into the bowels of the Earth. He rules over an army of Moloids and a mighty creature known as his "pet." Mole Man is a cowardly creature, so the Fantastic 4 must defeat his minions and his powerful pet to get to the Man himself. When battling Mole Man's creature, look for opportunities to strike Mole Man from afar using a range attack.



Blastaar™

Blastaar is a powerful super-brute imprisoned within the Vault, a maximum security prison reserved for super villains. And this bad guy is no pushover! Blastaar can fire balls of energy from his hands, so the Fantastic 4 have to be light on their feet to avoid his attacks. Look out for his super-charge blast. It sucks all matter from the room around him, including the Fantastic 4!



Annihilus™

Annihilus is a mysterious alien creature from outer space. Wielding a cosmic control rod, he's able to deal heavy damage using waves of cosmic energy. Cosmic rock delivered on a conveyor belt supplies him with electricity to run a powerful shield. The Fantastic 4 need to disable his shield to defeat this intergalactic oddity.



Dr. Doom™

Dr. Doom's plans to take over the world were of no concern to anyone—until the cosmic storm hit the space station. Exposure to intense cosmic radiation transformed Doom into a villain of immense power. Metallic skin makes him the ultimate super-conductor of cosmic energy. An energy shield, an arsenal of deadly range attacks and a savage melee attack make Doom the deadliest boss of them all! It'll take every ounce of cosmic power available and some strong teamwork to defeat this supreme being!

LEVELS



Victor Von Doom's Medical Compound

The adventure begins in Victor Von Doom's medical compound where the Fantastic 4 are recovering from their ill-fated trip into outer space. They must learn how to use their new super powers to escape from an army of medi-bots determined to destroy them!



The Streets of Brooklyn

Enraged over his deformed appearance, Ben hits the streets of his old Brooklyn neighborhood. It isn't long before he locks horns with a gang threatening an innocent blind woman named Alicia Masters. A desperate street battle ensues and the Fantastic 4 are hard-pressed to defend their friend from thugs, the police—and even a military helicopter.



The Museum

Something strange is taking place at the museum. The exhibits have come to life and there's an awful smell in the air. The Fantastic 4 are called in to find the cause of these strange events.



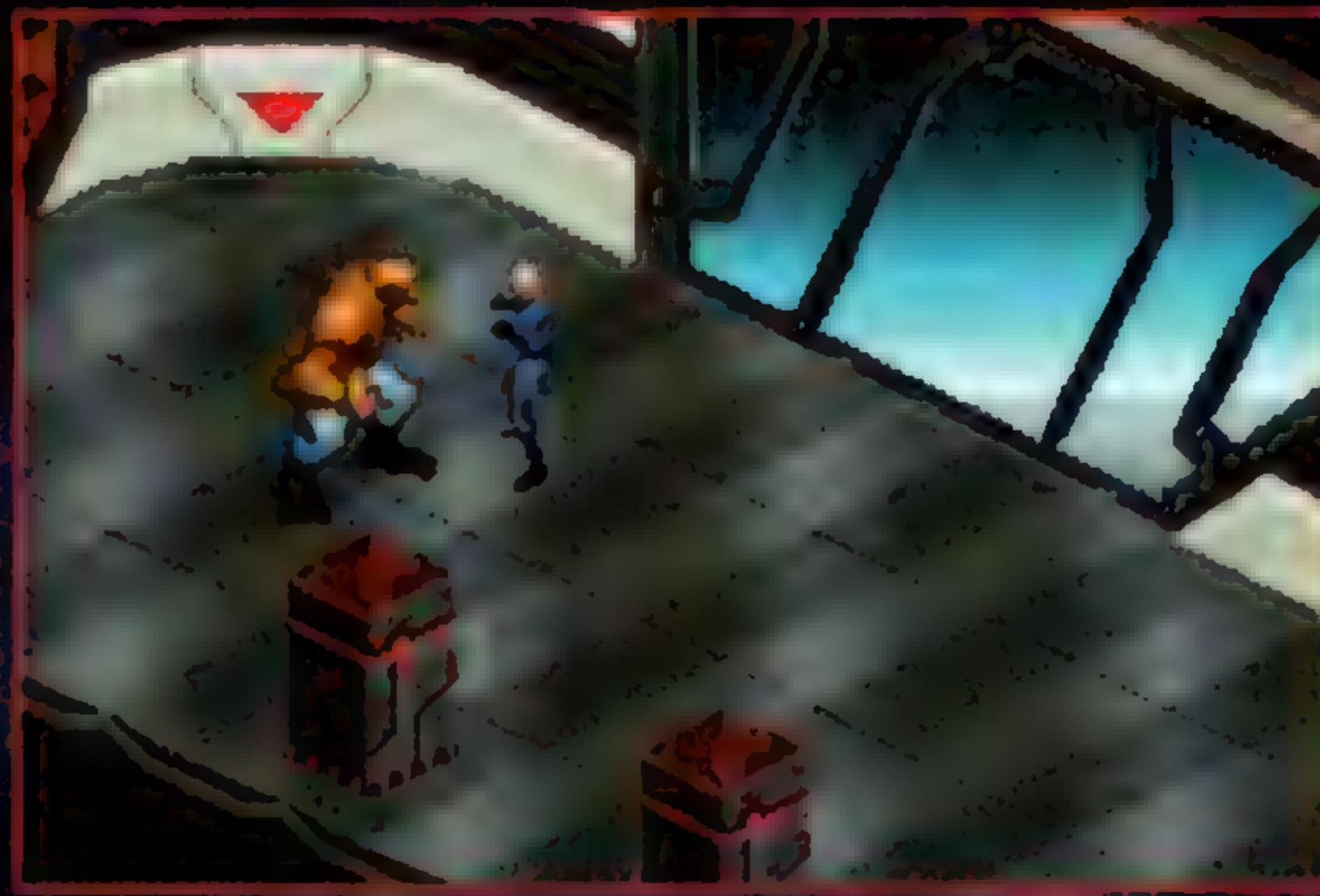
Grand Central Station

Deep rumblings can be heard below Grand Central Station. Something big lurks beneath the subway! Strange mole-like creatures are attacking civilians along the train platforms. A dark army is mobilizing and must be stopped!



The Vault

The Vault is a high-tech prison housing the worst prisoners and super villains known to humanity. When a malfunction is reported in the prison, it's time to call in the Fantastic 4. It'll take a real team of super heroes to sort this mess out!



Space Station

Determined to find the cause of their transformation and find a cure for Ben, Reed decides to take a trip back to the space station. Upon their arrival, the Fantastic 4 discover that the cosmic storm has crippled the space station and wreaked havoc on its security systems. What's more, a strange alien creature appears to have taken residence—and it doesn't like intruders!



The Baxter Building

The Baxter Building is the home of the Fantastic 4. Custom-built security systems guard Reed's research and provide the Fantastic 4 with a safe haven from enemies. Imagine their surprise when they realize an unforeseen attacker has taken over the building!

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